Version 2.5

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Long ago in ancient times, there was a war between the human world and the Demon world. But one demon awoke to Justice, and rebelled against his own kind for the sake of the human race. His name was Sparda, the Legendary Dark Knight. With his sword, Sparda sealed the portal to the demonic world, and sealed the evil entities off from the human world. But since he too was a demon, Sparda's power was sealed as well. Later, he quietly ruled the human world, and continued to preserve harmony until his death.

How's it goin', kid? Welcome to the world of Devil May Cry, where demonic invasions happen every other Tuesday, and people regularly make a living by beating the daylights outta them. **Where swordfights, explosions, and other spontaneous feats of badassery are performed on a daily basis.** Now, not all demons are that bad, as some of them follow my old man's example and live amongst humans. The same can also be said about humans, 'cause there's some whackjobs out there who get the bright idea of acquiring Demonic powers for themselves, either by stealing a demonic artifact such as a Devil Arm, whiFch is a weapon which contains the essence of a demon, or by splicing demon genes into themselves. Don't ask me how the hell they can pull that off, I myself barely know how a magnet works.

You start with 1000 choice points, your age is determined by rolling a nerd dice plus the square root of 289 (1d8 +17), or you can choose to choose your age and gender, if you're into that, I don't judge, for 100 CP each, etc.

Ah, anyhow, you enter this world roughly about a week before the main events of one of the following time periods, all of them featuring me, Tony Redgrave from the Shin Megami Tensei series. You can pay 100 CP to choose.

1 & 2. Devil May Cry 3: Ahh, the good old days, back when I first started as a Devil Hunter. Here you'll join me as I go to the reunion party my brother Vergil kindly set up for me with the help of his scar-faced weirdo friend, Arkham. I also met Lady during that bash. I was 19 at the time, and you'll be able to join me for the events of DMC1 as well.

3. Devil May Cry 1: This takes place ten years after DMC3. I met a crazy babe named Trish, who warned me of some schmucks who're trying to resurrect Mundus, the demon king for God knows what reason. I was 29 back then, and you'll also stick around for DMC TAS, and DMC4.

4 .Devil May Cry the Animated Series: Nothing much memorable happened. I met a little girl named Patty, her mom was a witch, Lady wouldn't get off my ass about some money I owed her, and there was this one demon, Sid, who wanted to take my father's power, like everyone else in existance. I was around 30 when this happened, and you'll be around for DMC4.

5 & 6. Devil May Cry 4: This was the funnest adventure I'd been in. Got wasted, Lady wanted me to wreck some weird religious dudes who were worshipping dad, Trish took pop's sword, and then I met this kid named Nero. Who is my nephew... When the hell did Verge have a kid? How come he never introduced- Oh, right. I was 36 during this, and you'll be sticking around for... DMC2? What?

7. Devil May Cry 2: Whoa, whoa, whoa, hold on. I don't remember any of this! Who's Lucia? What the hell is Vie de Marli? And just who the hell does that goth guy think he's impersonating?! Alright, you're coming with me, Anon. We're gonna teach this faker about the consequences of identity theft.

8. Well, well, well, looks like somebody just hit the jackpot! You get to pick any of the five time periods above.

Drop-in (Free)

+No pesky memories floating around in your head

-You don't know anyone. It's gonna take some effort to get jobs of any kind.

You wake up in a plain apartment situated in the main location of the time period you're in. You've got no connections in this world, and no additional knowledge aside from whatever you already know about the Devil May Cry universe. On the bright side, you also have no extra memories weighing you down, so you're free to do as you please.

Devil Hunter (100 cp)

+Experienced in the way of Devil hunting.

+Top-notch physical condition.

+Plenty of contacts ready to hook you up with jobs.

-There's a lot of competition in the Devil hunting business.

-You've got bills to pay, you've got a mouth to feed, and ain't nothing in this world for free. As a free-lance Devil Hunter, having an office, buying and maintaining weaponry, and having a ride is gonna be expensive, buddy.

-You're still only human. You have limits. Try to remember that the next time you try to solo a football field's worth of demons.

Maybe your family was killed by demons. Maybe there's someone you need to protect. Or hell, maybe you just got bored one day and decided to do something to alleviate that boredom. Whatever the reason, you started taking a couple jobs from some acquantiences of yours, one thing led to another, and you are now a full-fledged Devil Hunter. You're physically superior to most other humans, able to match demons without breaking a sweat, and are able to keep a Style-rank above B with relative ease. Also, you can now use your profession as an effective way to pick up hotties wherever you go. Just make sure to wrap it before you tap it, and try not to go home with a vindictive succubus who wants to get even for that one time you killed her partner. Yes, I speak from personal experience. No, we won't discuss this further.

Scholar (100) cp

+Very Knowledgeable on the subject of demons.

+Who's a smarty pants? You're a smarty pants!

-Not very physically fit. You oughta hit the gym more often, brah.

-You ever hear the one about curiosity and cats?

-Nerd.

You're a bit of a bookworm, eh? You're, like a, uh... I dunno, a college professor, a scientist, a member of the clergy, something like that. Bottom line is, you know a lot about demonic lore, and you put that knowledge to good use. You can recite the entire legend of Sparda from top to bottom without pause,

and demonic physiology and magic...ology... come naturally to you. Anyway, expect a lot of hunters to come to you for aid regarding how best to shoot different kinds demons. Oh, and you're also able to learn and understand subjects and skills very easily. Just make sure not to get too overzealous in your studies, alright?

Demon (200) cp

+Sturdy as Hell. Heh, get it?

+Very strong. You could probably suplex a bus coming your way at a 100 miles per hour. But don't actually try to test that out, you idiot.

+Your Devil Trigger comes more naturally than a Devil Child's.

+Start with Free Devil Trigger

-Not as versatille as a human.

-Kind of anti-social.

-Weak to Holy/Anti-Demon weapons.

So, you're either full-blooded demon, or an artificial humanoid creation. That's fine, I ain't gonna hold it against you or anything, I've met plenty of demons who are legitimately good people. I know that we're not all monsters. You're above and beyond the the physical capabilites of normal humans, able to shrug off severe injuries like it ain't nothing, and you're pretty damn strong. However, as a demon, you're only good at the few things that you do, and you don't have the versatility and growth factor that a human or Devil Child does. Also, you might find it harder to make lasting bonds with other people at first.

Devil Child (200) cp:

+You've got a demon's physical prowess and a human's tenacity. Your will power is pretty much unbreakable.

+Demon's longetivity. Expect to live for atleast a century. If you don't get yourself killed at an early age.

+With enough practice, and your Demon parent's blessing, you can have a Devil Arm of your own.

-If you ever achieve Devil Trigger, it'll be significantly weaker than a true Demon's, and thus it will take some practice to get better with it.

-Weak to Holy/Anti-Demon weapons.

He-e-ello! You're a lucky little Devil, aren't ya? One of your parents had some demonic heritage in 'em, and that heritage was passed on to you, just like yours truly. You have the physical prowess of a demon with the heart and growth factor of a human, which is a great combination to have. You're can be creative, passionate, strong, and able to shrug off getting stabbed in the stomach, all in one package. That being said, you're not the best of both worlds. You just have some good qualities and some bad qualities. You still have a human body, and while it is by no means frail, you can still get yourself killed if you bite off more than you can chew. Also, your more powerful demonic abilities may be weaker when compared to those of a real Demon, if you ever achieve a Devil Trigger, you'd have to put in lots of effort to keep it up for long periods of time, amongst other things. Hey, don't be discouraged, kid, you'll get better as time passes. Rome wasn't built in a day, and I sure as hell didn't become the indomitable paragon of manliness that I am today overnight.

Cuh-Ray-Zee! (Free): The moment you step into the world of Devil May Cry, you, and anyone you brought with you, will have the innate potential to do incredibly amazing stuff all day long, pal. However, it will take great skill and effort to pull off anything like blocking attacks with the back of your hand, or playing an air guitar that actually produces audible sound for others to hear. But never fear, if you train hard enough, and git gud enough, you too will be able to deflect bullets with other bullets, destroy buildings by spouting out innuendos, and become a worthy disciple of my ways. And yes, you totally get to see your rank whenever you're doing anything. (Cannot take with FUCK YOU)

Taunting (Free): Another freebie! You are able to come up with witty dialogue, insults, jokes, and one-liners on the fly. Now, taunting does three very useful things. First, it will boost your Style rating. I know, I know, that's amazing, and awesome, and all that. taunting pisses off your enemies. A lot. So much that they'll try to stomp your pretty little face in. While this may seem like a bad thing, it can also be good for you, as the dumbass you're fighting WILL make a mistake in their rage. Second, taunting pisses off your enemies. A lot. So much that they'll try to stomp your pretty little face in. While this may seem like a bad thing, it can also be good for you, as the dumbass you're fighting WILL make a mistake in their rage. And thirdly, successful taunt will help you get your game on and replenish your stamina. You won't be able to run entirely on smack-talking suckers while you rip them a new rectal cavity, but it will definitely ensure that you'll be able to fight for hours, sustained only by the power of your quips.

Weapon Swapping (Free): The ability to swap between your weapons in the middle of battle. These

weapons are stored in a pocket dimension known only to you (Your warehouse), and can be switched instantly with but a thought.

Down with the Sickness: Everything you have is sick. When you eat, it's the sickest slice of pizza pie you ever did see, with seven layers of cheese and ALL the toppings. When it's a bowl of ice cream it's strawberry ripple with sprinkles.

And just because I like you, I'll add in background music and gameplay mechanics (Enemy step, unlimited ammo, I-frames, aerial rave, that kinda stuff)

Skills:

Strength (100, Free Demon, discount Devil Child)- You can lift, for sure. You're easily able to lug around weapons much bigger than you are, and you can lift somewhere between 5 and 10 tons. If you really, really, *REALLY*, push yourself to the very limit of your physical prowess, you might be able to catch a falling skyscrapper without turning into a red smear on the street.

Tacticool (200, Free Devil Hunter)- You're skilled on not getting into direct confromtations with your enemy. Instead, you focus on cheating like it's going out of style. Trip wires, gas grenades, C4, long range sniping, well placed pipebombs, you use everything at your disposal to one-up whatever you're fighting. You're like Batman, if Batman didn't have a no-guns, no-kill policy.

The Sickth Sense (400, discount Devil Hunter)- You need every trick you can get when fighting demons, and you? You, my compadre, have gained one of the best. Like a certain little web crawler, you've got something of a 'heads up' when someone's about to attack you. Lets you react and strike back, or even get out of the way before something happens. Fair warning kid, forewarned isn't always forearmed... doesn't help if you're not fast enough to react.

Enhanced learning (200, Free Scholar)- Alright kid, you've been hitting the books and skipping parties to study like a good little bookworm. Had to pay off sometime, right? Learning's as easy as breathing for you now, and you can retain that information a lot easier than normal. You can walk into an Advanced Calculus classroom and then walk out with the professor whimpering on the floor ten minutes later. I'm pretty sure you'll be showing up other scientists in no time!

But, uh, do try to go out more, alright? All that textbook reading isn't gonna do wonders for your

eyesight.

Dexterity and Reflexes (100, Free Devil Hunter)- You're able to perform sick acrobatic feats, balance yourself on precarious places such as the tippy-top of a sky-scrapper that's hurtling towards a Godzilla-sized monster. While on fire. In a zero gravity environment. And all other sorts of cat-like things. Your reflexes are also fast enough that you can dodge almost any attack that you see coming and can catch bullets, which will surely benefit you if you choose to take the Royal Guard Style.

Weapon crafting (200, Discount Devil Hunter)- Alright, so you fancy yourself a weapons dealer, huh? Well now you know the ins and outs of every single tool made for killing that you get your crafty little hands on. Swords, handguns, axes, sniper rifles, spears, rocket launchers, it'll all come naturally to you, and you will be able to create these weapons or even improve them with your own custom designs.

And to make it even a better deal, you know how to modify a weapon to have unlimited ammunition capabilites. So go nuts, boyo. You've earned it.

Demonologist (700, Discount Scholar)- 'So one day you discovered that demons have a genetic code, and you somehow, through methods that I'd rather not know, are able to read it, decipher it, and splice it into the human genome like that one guy in every single zombie movie that ends up overruning the wold with zombies. Except now, they're demons. What's more, you also know how to subjugate the wills of lesser demons to your own.

Christ...

Okay, dude, seriously, I like you, so I'm gonna give you the benefit of the doubt here and assume that you're not gonna do something bat-shit insane with this. Seriously, don't let me hear that you turned an entire town in bumfuck county, Alabama into an army of demon sexslaves. I WILL step in and kill you, alright?'

Endurance (Discount Devil Hunter and Demon, Free Devil Child)- You are extremely resilient to damage, to the point where bullets are just an inconvenience to you, and you can shrug off getting stabbed in the chest. Then again, it would take a either a lot of effort or a Devil Arm to even stab you in the first place. And if you order now, I'll throw in the ability to fall from any distance and not even feel it, completely free! Order this amazing package now for 200 CP, with free shipping and handling!

Dynamic Entry (300, Discount Devil Hunter)- Ready to wreak some chaos and confusion? Wanna arrive fashionably late to the party by riding in on a bike and parking it by clubbing some schmuck in the face with it? Or maybe you wanna get out of a firefight by breakdance-shooting your way out. As long as it

can be considered a Dynamic Entry (or Exit), it's way more likely to succeed. Whatever you guys are doing will a) make the Dynamic Entry more probable to succeed the more over the top it is, b) inflict greater damage on whatever you're landing on/engaging in combat with and c) let you get the hell out of dodge with a Dynamic Exit, as long as it's totally radical to look at.

Smooth Criminal (200, Discount Devil Hunter)- When you get in a fight, doing the same thing over and over just makes you boring and dead... but no so much with this perk! You get to have that aura of 'mystery' about you that all cool people have when they show up on the field, and with it you can throw off other people's game. Along with being able to think of different tricks on the fly, you're less predictable when fighting others. Take it from me, kid, the look on their face when you hit them with a motorbike is gonna be priceless.

Regeneration (300, Discount Devil Child, Demon)- You can regenerate from any non-fatal wound within seconds, and can even regrow limbs giv- Whoa, whoa, whoa! Easy there, Wolverine! Lemme finish! You can regrow limbs given a few hours. It's actually kinda, neat, in a bizarre way, to watch your arm progressively regrow over the course of a day. The healing rate can be boosted exponentially by going into Devil Trigger. By no means does this make you invincible, you're still very much kill-able. As a general rule of thumb, if you get your head cut off, you're dead.

Devil Arm Crafter (600, Discount Drop In)- Aren't you a clever little smither? You've delved into something not many people can do, and can craft all manners of Devil Arms so long as you have an evil or demonic soul on your hands. You can't just use any soul though, has to be a strong one.

And don't get any funny ideas about what or who you want to forge, kid. Trust me, picking the wrong target will make your day go sour real quick. So long as you pick your targets right though, go nuts. Swords, gloves, chains, guns, ladders, doesn't matter to me. Let your creativity go wild on this one.

Longevity (400, Free for Demon, Discount for Devil Child)- You've got a long, exciting life ahead of you, buddy. Well, it probably won't be very long if you emphasize on the exciting part. Your life-span is pretty much infinite now. Once you reach your prime, you will no longer age or grow old. Keep in mind, though, that you can, and most likely will, die when you're killed. Hey, don't let it get you down. It happens to the best of us.

Get Set! (100, comes free with Darkslayer)- You now have the ability to style your hair in whatever form you wish, whenever you wish, with just your bare hands. Is your hair not long enough or too short for

the style you want? No problem, just run your hands through it a couple times, and it'll adjust. Don't ask me how it works. It just does.

Items:

Sick Clothing (50, first purchase is on the house): Stylish boots with spurs and neat western designs, cool and comfy pants that always fit, balling shirts that can actually look amazing when the collar is popped. With each purchase, you get an entire Sick outfit that's resistant to all wear and tear.

Unlimited supply of Strawberry Sundae (50): H-hey, that's a lot of, uh, strawberry sundae you got there.... You wouldn't mind sharing some of that with your old pal Dante, w-would ya?

Unlimited supply of Pizza (without anchovies) (100): Hey, hey, hey! If it isn't my best buddy Anon! How's it goin', oh, pal of mine? You mind if just... you know, just hang out over here for a bit? You know, where you're keeping all the pizza?

(You gain unlimited non-perishable pizza forever. Expect Dante to mooch off you for the rest of your lives.)

Sick Ride (200, discount Devil Hunter): Exactly like it says on the tin. You get an awesome vehicle of your choice. Whether it be a car from a convertible to a muscle car, or a chopper to a crazy superbike, it will be indestructible, have infinite fuel, and it will just look sexier than sex itself.

Normal Weapon Cache (100, Free Devil Hunter): Includes two hand held guns, one rifle, one heavy weapon, and three melee weapons. They've got no innate magic in 'em, but they will sure as hell be able to kill Demons.

Holy weapon Cache (200, Free Scholar, discount Devil Hunter): Three melee weapons, two ranged weapons, and an unlimited supply of throwing knives that you store in a pocket dimension only known to you. Pro-tip; it's your ass. These weapons have all sorts of religious imagery and ornaments, and are engraved with ivy and floral details all over them. Remember Benny's gun from New Vegas? You can get that same design on all your weapons, even the melee ones. Even if you're not particularly religious, they still look pretty baller.

Oh, right, they're also Super Effective! against Demons.

EXCEED Weapon (300, Free Drop In, Discount Devil Hunter): Just like dear old Nero's Red Queen, you got your hands on a melee weapon that can set itself on fire through the use of some very complex machinery and ignition gas. EXCEED weapons have three stages of EXCEED...ness, and the momentum carried by their attacks can propel you or your targets forward, making for a pretty cool way of travelling. Be careful with these things, though. Swinging it wrong while it's ignited will break your wrists into a million different pieces and net you some third degree burns for your trouble.

Styles: **You can have one style for free, along with the one you get with your background, and can buy as many as you can afford. Each additional style costs 200 cp.**

Swordmaster (Free Devil Child): You're pretty good with them swords, hombre. And with other melee weapons, too. With Swordmaster, you're able to lay down the smackdown on any sucker that gets within ten feet of you. For actual swords, you can recreate mowing the lawn, except that instead of a lawn mower, you'll be using a sword spinning faster than a helicopter rotor, and instead of grass, you'll be mowing down bad guys. You can also throw your sword, make it hover in place for a bit, chopping down everything in the general vicinity, before making it spin back over to you without accidentally making you into half the man you used to be. Hell, you can use things that aren't actually weapons and you'll still rock. Look out your window. See that bus stop sign over there? You can use that as a spear and kick Cu Chulainn's ass all the way from here back to Ireland. Honestly, the only limit to what you can do in melee combat is in your imagination.

Gunslinger (Free Devil Hunter): With Gunslinger Style, every single projectile weapon you touch turns into a minigun. Okay, not really, but you're able to fire at very quick rates and with near perfect accuracy with any, and I mean *any*, object that makes other objects come at them at a velocity that would be lethal when put into contact with the human body. Handguns? You can fire them at a faster rate than an automatic weapon AND snipe people with 'em now. Sniper rifles? While the firing rate is only marginally increased, you can pull off sick tricks like bounce bullets off walls to pick up speed on the way to your target. Don't question it, it just works. Bow and arrow? Well, I haven't tried that one yet myself, but with a little creativity, you'd probably be able to fire it automatically in a 360 degree radius around you by using the bow as a guitar and using the arrows as picks somehow. Just like with Swordmaster Style, you just need a little creativity and you'll be able to dominate everything from afar.

Trickster (Free Scholar): Ah, Trickster Style, what a life saver you are. This here is the easiest style for

beginners, but don't go thinking that it's some sort of newbie exclusive deal. Trickster allows you to quickly dash and dodge around enemy attacks in the blink of an eye, allowing you to quickly weave away from their attacks and get behind them, strike from the blind spot, and then dash away before they know what hit 'em. You can also do some sick wall running, dash while in the air, and do a short-range teleport that'll either get you some breathing space, or put you right above your enemy, ready to deliver a badass plunging attack.

Royal Guard Style (Free Demon): Okay, listen up. For this Style you're gonna need three very important things: Speed, precision, and huge balls. Royal Guard Style is all about defence, defence, and counter-attacks. With the proper timing, you can block almost any form of damage that comes your way. Some schmuck coming at ya with a sword? Block. Getting shot? Block. Explosion? You can block that too. However, you can't block things like falling into a pool of acid or something like that. By blocking, you store up the energy that was sent into the attack coming towards you, which allows you to redirect that energy into a counter-attack. You can also perform this by counter-attacking your enemy at the *exact* second that they launch their attack. Man, I sure said attack a lot back there, huh?

You can also create a shield in front of yourself to absorb some weaker attacks and convert them into life energy for yourself. Shhhhh. No questioning it, just accept that it works. Though, the attacks you can absorb are limited mostly to just projectiles, so don't try and catch a Stinger that's coming straight at you, that's just stupid. And finally, you can use the Dreadnaught ability, a mysterious technique that transforms the body into a seemingly metallic shell impervious to enemy assault. That's right, boys and girls, you can become completely invinsible... for all of five seconds. The duration of Dreadnaught depends on how much energy you have stored from blocking attacks, and you move slower than a tank on ice while it is active.

Dark Slayer (Free Drop-In): Dark Slayer Style is essentially an evolved form of Trickster, in that it's based around movement, but rather than simply dashing, Dark Slayer is all about teleporting in quick short-ranger bursts. However, the biggest change from Trickster is the ability to summon swords outta nowhere.

Got your attention now, didn't I? Yep, you can effectively create copies of any weapon that you've seen before, from swords, to axes, to giant homing two-sided Shuriken. I will never understand where Nero got that idea from. You can wield them or shoot 'em at your enemies in countless different ways. Make it rain pointy swordy death from above, surround your opponent with them, shoot them all out in rapid succession faster than even a minigun, and much, much more. However, these weapons are often pretty subpar compared to the original, unless you're very familiar with the weapon, or have trained extensively in the replication of weapons.

Now, I know this Style's name might sound a bit dark and edgy, but it was my brother's own personal Style, rest his soul, and he was kinda going through a phase at the time. A dickish, emo, power hungry

phase. So just cut him some slack and bear with it. Besides, it actually does sound pretty cool.

Comes with free Get Set!

Quicksilver: Shout out to the big man, who'll probably choose this one out of sheer narcissism. Quicksilver Style allows you to slow down time. Not much else to it. However, as with other Styles, you really shouldn't underestimate this one either. When you initiate it, time is actually completely frozen for an entire second that only you can experience (Invincibility frame), which lets you move out of the way of an attack. Furthermore, you can use this Style to keep up with opponents who are way faster than you, as a way to level out the playing field. However, this ability takes up a lot of energy to maintain, so be sure to use this sparingly, unless you're a stamina juggernaught.

You're also able to function during other people's time altering shenanigans, so you don't have to worry about getting blind-sided by some one-trick time-pony.

Doppelganger: Who's that handsome Devil Child in the mirror? Oh, it's me! And that's no mirror, that's also me! With Doppelganger Style you can create a clone of yourself to fight along-side you. The more the merrier, yeah? This clone can either completely mirror all of your actions, or do separate moves to co-op whatever poor schmuck you happen to be sticking it sideways to at the moment. Through hard work and training, you may be able to create up to two clones at a time, but maintaining clones also takes up a lot of energy.

...Oh, Goddammit. Alright, fine, I know that some of you with more, ahem, "exotic" tastes are gonna ask a certain question, so I'm just gonna say right now that I don't know. And I don't know why you want to know, you sick fucks. So if you really wanna find out that desperately, try it out yourself.

God Hand (Can only be taken with Devil Arm Arm, Free*): Weapons? Who needs weapons when you have two perfectly good fists? Or rather, one perfectly good fist, and one perfectly CRAZY fist? With God Hand style, you can kick anyone's ass into the Milky Way, ORA ORA ORA suckers at 100 fists per second, and shoot energy waves that can decapitate just by waving your arm. When it comes to hand-to-hand combat, only someone with a Gauntlet Type Devil Arm can even hope to match up to you.

Devil Bringer (Can only be taken with Devil Arm Arm, Free*):

Okay now, this one I myself am not so sure about. This is Nero's very own personal Style, which pretty much consists of projecting your Devil Trigger through your arm in the form of whatever you will it to be. This magnifies its power by a pretty big margin, it lets you extend your projected arm long distances to pull something towards you and viceversa, and it also makes for a pretty neat party trick. The Devil

Bringer also makes your Devil Trigger look a bit... different. Instead of transforming your body, it projects your Devil Trigger form as a semi-transparent spirit that will protect you and fight along with you. It'll stand by your side. It's a vision of your soul that's gonna stand proud. It's- alright, I think you get the joke already.

Oh yeah, the Devil Bringer can also replicate some properties of demonic/magical items that you come across. So if you find some magic bow or something, you might be able to shoot arrows from your arm, or make a barrier if you have a shield. I think. Possibly. Maybe. Nero's the expert with this thing, ask him.

Devil Arm (300 One Free for Demon, discount for Devil Children)

Here you can buy your very own Devil Arm to start out with. Don't have enough CP to buy one? Don't worry, you can find one by beating a powerful demon later on in your adventures, though you won't be able to customize it.

Devil Arms are essence of a Demon given shape in the form of a weapon, and you recieve one after defeating a powerful demon. Having a Devil Arm equipped grants you the ability to go into Devil Trigger, but mantaining that form takes it out of you like crazy, so I recommend only using it in short bursts. Do keep in mind that Devil Arms are sentient. They'll be obedient to you, since you were the one who kicked their ass, but if they get fed up with your crap, they'll try to get rid of you and make a physical body for themselves.

Sword type- Katanas, sabres, claymores, short swords, rapiers, those weird Indian swords bend when you flick them. You know, swords.

Projectile type- Bows, guns, cannons, missile launchers, crossbows. If it can shoot projectiles, it goes in this category.

Gauntlet type- Ifrit, Beowulf, Gilgamesh-esque weapons. Includes boots.

Guitar type- A guitar weapon like Nevan. It doesn't necessarily have to be a scythe, or have the electric element. Hell, it could be a fire-powered axe-guitar that literally melts people's faces off by playing Rules of Nature if you want it to be.

Devil Arm Arm- After a rather embarassing event that you'd rather never talk about again, your

non-dominant arm was lost. Fortunately, a nice priest with a mullet took you into his church and offered to replace it with a Devil Arm. A literal one.

It will look very unnatural on your body, either having a completely different skin color from the rest of you, or looking like a glowing claw. Thankfully, the ever-helpful, ever-smiling priest also provided you with a way of hiding and suppresing the power of your new arm, as anything from medical sling, a glove and a sleeve, some weird metallic brace, or just a large red cloth to wrap around your arm. While wearing this item, your Devil Arm's power is diminished, but you can easily just get it off whenever you want. Just think of it as a self-handicap in case you feel like you'd punch a hole right through whomever you're fighting.

After attaching your shiny new arm and giving you a means to hide it, the brown-haired priest bids you farewell and escorts you out of his church. Huh, he was a pretty nice guy, though that smile of his was kinda unnerving.

*Upon taking a Devil Arm Arm, you may choose to take either God Hand or Devil Buster, free. Each Devil Arm Arm may only have one style, so you may have one left arm with Devil Buster and a Right arm with God Hand, but not a single arm with both.

Misc.- Want a whip Devil Arm? An axe Devil Arm? A Devil Arm that can transform into a table, chair and ladder? You can have it, my friend.

Oh, and you can add an elemental property to your Devil Arm. Enjoy your Water gun-guitar.

Drawbacks:

>Fill your Dark Soul with LIIIIIIIIGHT! (+100): You, my hammy little friend, are absolute trash when it comes to serious situtations. Don't get me wrong, your comedic prowess is still as amazing as possible, but... Dude, you cannot do drama to save your damn life. Whether it is confessing your undying love for somebody, or mourning the death of a friend, your dialogue is so cheesy and poorly enunciated that people will break out laughing during what's supposed to be a heartfelt moment.

>Limited Ammo (+200): Well... Unfortunately, your guns run on this weird thing called "Ammunition." From what I've heard, that's where the bullets come from, and if you run out of it, well, your guns won't be able to shoot any more.

>Classic Style Switching (+300): You can no longer switch your Styles in the middle of battle. Relax, you'll still have all of your Styles. But instead of being able to seamlessly go from one to another on the fly, you gotta relax and take a breather for about a minute to switch between them.

>Might Controls Everything (+400): At some point during your life, you became obesessed with acquiring strength. Perhaps you were unable to protect someone close to you, perhaps it is the only way to prevent your death, or maybe you're just a dick like that. Regardless of the reason, you will be a dick with an all-consuming desire to become powerful. If you've got good enough willpower, you can keep your power-boner in your pants, but be very careful, as you might go as far as to forsake the ones you love just to get a shiny new Devil Arm. Expect to make a lot of enemies, even with the people who you used to call friends. Dick. (Cannot be taken with Even a Devil May Cry...)

>Even a Devil May Cry...(+400): Your loved ones are constantly in danger of being attacked and killed by demons. You can potentially offset this a bit by not being a complete idiot and teaching them how to stick up for themselves. After all, you won't be around to protect them 24/7. But regardless, the risk of those you hold dear dying is very real, so make sure to keep them close whenever you can, alright?

>Nemesis (+400): Uh-oh. So you've made an enemy. It happens. Throughout your ten year stay here, there'll be someone who has made it their mission to make your life difficult. It could be your evil twin, a rival Demon Hunter (whom you'll totally never get it on with if they're of the opposite gender. Lady.), or some demon whom you pissed off when you accidentally ran over one of their secret gold hoards which you thought was a Taco Bell drive-thru at two A.M. Regardless, this enemy will be a constant pain in the bee-hive for almost your entire jump. At some point in your tenth year here, you'll have a final comfrontation with your nemesis to decide the outcome of your decade-long rivalry.

You get to choose who and/or what your nemesis will be. But don't try to be smart and make it something stupid, like a paraplegic dude who's dying of old age and is going senile. If you do, you'll be going up against Mundus himself. And I ain't gonna lend you Force Edge.

>Legendary Dark Knight Mode (+500): Congratulations, you are now a veritable demon magnet! Whereas before you only had to fight around at most eight demons in any particular encounter, that number is now much, much higher. Expect to tangle with 20-odd enemies every single time you get into a fight, and to have demons bursting through your door every other week. On the flip side, if you're into a life of excitement and constant adventure, then this is the drawback for you!

>FUCK YOU (+750 cp) Takes up all disadvantages: In a world where everything runs on Cuh-Ray-Zee and people regularly perform epic feats of badassery, you are the sole exception. In a bad way. You are a very detestable and not at all stylish person. While your combat prowess is still top notch, you are an absolute disappointment to everyone you know, constantly attempting, and failing, at being stylish, and you cannot taunt your enemies to save your life, as you are unable to be witty or funny in the slightest. Any attempt at humor will be seen as mean-spirited and lame, and you will regularly perform edgy acts, such as cutting yourself, listening to Linkin Park, and cutting yourself while listening to Linkin Park. Also, you will perpetually hear bass drops resounding throughout the background. While this drawback will disappear like normal after you leave this world, you will forever be psychologically shaken by the experience, finding it very difficult to ever regain your sense style and humor, or to stop yourself from hearing the damnable noise of the bass. Enjoy your FUCK YOU and be sure to pre-order DmC 2: Devil May Cry 2 at your local GameStop to recieve the limited edition Mountain Dew weapons pack, and NER-0'z Fuckening DLC. You sellout whore. (Cannot take with Cuh-Ray-Zee, Style switching, Taunting, Styles, Lock-on, MT Frameworks Engine, and the SPECIAL SECRET ENDING)

After the end of ten years you get three choices. You can go back home, stick around in Devil May Cry, or continue in your multi-dimensional journey. If you were a Demon or Devil Child, your innate weakness to holy weapons is gone for your normal form, but it will still come into effect when you go into Devil Trigger.

Go Home- Had your fill of adventure? Well, I won't stop you, but I gotta say, I don't really see myself doing anything like that any time soon. You'll wake up in your bed back home, at the same age you left, but with all your powers, skills, items, and companions that you gathered throughout your multi-dimensional trip. From here on out, you're the one calling the shots in your own life and all, but... Look, just do me a favor, and try not to live out a life of monotony, alright? You've got a lot of potential behind you, buddy, and I'd hate to see you waste away in the daily grind.

Stick Around- You wanna spend the rest of your days here hanging with your old pal Dante, huh? That's awesome, dude! You get to keep all your powers, and, blah, blah, blah, you know the rest. However, time will unpause in your home world, and you'll be considered missing, though Jump-Chan will set all your affairs in order, and your days of travelling through the multi-verse will come to an end. But hey, it's kick-ass to have you here anyways. This party's gonna be an amazing one, just you wait!

Keep on Moving- So this is goodbye, then. You'll move on from the world of Devil May Cry and continue on your universe-hopping adventure. Just like usual, you keep all skills, and items, and... ugh, you know how it goes. Here, before you go, you can have one of my old coats, as a keepsake. Sorry if it doesn't fit

you, but you can always just have it re-fitted at a tailor, or something.

It's been crazy. Adios, kid. (Dante's Coat cannot be recieved with FUCK YOU)

During the last week of your stay in DMC, you may ask Dante to accompany you in your Jumping Adventures...

"Hey, Dante..."

"Wait...what's this, kid? You want me to come with you? You mean, on your big 'trip around the multiverse' dealie? Hah! I like your gusto, kid. Tell you what, lets decide this the only way that seems right. No companions, no tricks, just the two of us, mano a mano - show me what you've learned in your time here. LETS GET CRAZY, KID!"

If you challenge Dante with the Drawback "Legendary Dark Knight Mode", your fight will be interrupted halfway through by endless hordes of demons, attracted to your location by the overwhelming badassitude of your duel.

"Well, looks like our little spat has drawn a bit of unwanted attention. I like it! Prove to me you have what it takes, kid! Don't think our fight is over just because these bozos want to crash the party - You had better come swinging back at me the second you get an opening, because these chumps won't stop me from showing you the same courtesy!"

(Acquire Dante as a companion, includes Dante's Coat)